Diego Alba

(901)602-1178 dalba3@gatech.edu



Website



Tristar



Github

Objective

Currently looking for summer internships as software developer; open to learning and or refining skills in a programming language for said internship.

Education

Georgia Institute of Technology - 4.00 GPA

Atlanta, GA

Computer Science; expected graduation Fall/Spring 2025

Clubs / Org: GTXR, GT Chess.

Skills

Programming Languages

Very experienced with Java (JDK 8), Python (Python3), HTML, CSS (Bootstrap 4, 5, vanilla css), javascript. Recently started learning c++.

CAD

Utilized Fusion360 occasionally, but much more familiar with OnShape; helped teammates design parts for our robotics team; currently use it for personal projects (example shown at bottom of page).

Work Experience

GVU Research CenterAssistant Data Analyst (Paid)

Atlanta, GA | ~10hrs / week | Aug 2021 - present (Ref: 678-231-0787 | jpreston@cc.gatech.edu)

Worked at Georgia Tech's GVU (Graphics, Visualization, and Usability) Research Center as a data analyst; built custom html parser using python to extract data; average data set had 500+ entries; provided suggestions regarding how best to visualize data sets; worked with existing codebase.

GTXR Simulation Team Programmer

Atlanta, GA | ~7hrs / week | Aug 2021 - present

Modified the current codebase to allow for iterative optimization of rocket parts; implemented various optimization algorithms (i.e., Genetic Algorithm); used python3 libraries such as rocketpy, numpy, and matlab.

Co-Founder Tristar Rings (Paid)

Memphis, TN | ~9hrs / week | Nov 2019 - present (Ref: 901-483-5179)

Worked with 2 other classmates to sell graduation rings to our school; sold 31 rings; made \$700 in profit; sold 17 additional rings to local businesses.

Construction (Paid)

Memphis, TN | ~7hrs / week | Summer 2020

Worked in a local construction company cleaning the floors, and learning; later helped cut and place drywall and sheetrock.

Projects

Evolutionary Design of 2D Airplane Wings

Modelling Impact Force of a NERF Gun Bullet







